Teachers Guide Gamification

- Gamification
  - Lecture
    - Flipped classroom
      - badges for flipped activities
        - Focused freewriting
        - Discussion
        - Mobile quizzes
        - Lift speech
    - Mobile in-class quizzes
      - points
    - Solving tasks illustrating the concepts covered during the lecture
      - points for ideas, difficult calculations, asking complex questions
    - Theory in a real context
      - points for indicating applications
    - Beginning of a lecture kahoot quiz every week (to collect points for the exams, award)
    - End of a lecture kahoot/socrative/wooclap to recall on learned content and obtain feedback
  - Tutorials
    - STAD - Student Teams-AchievementDivision
      - points for the best group
    - TGT - Teams-Games-Tournaments
      - points for members of a winning groups
    - Video
      - points in a given range for preparing short video in a given topic
    - Infographics
      - points in a given range to get
    - Presentation
      - points in a given range to get
    - Essay
      - points in a given range to get
    - Peer teaching
      - points for the best teachers
    - Solving tasks
      - points for ideas, difficult calculations, asking complex questions
    - ...others: Methodologies https://view.genial.ly/6244d9ff4f9a09001871c361
  - Seminar
    - Supply Chain Management (Beer Game)
    - Baufix-Flugzeug "Construction Fix Airplane"
  - Escape Room / Breakout
    - Online
    - Face-to-face
  - Resources
    - Points
    - Scoreboards
    - Badges
    - Prizes
    - Surprise elements
    - Levels
  - Toolbox
    - Quizzes and similar online tools (Kahoot, Socrative, Wooclap)
    - See toolbox: https://github.com/e-CLOSE/Toolbox
  - Projects
    - Team competition (development of a solution satisfying certain design criteria)
      - extra points for solutions with outstanding performance
      - points awarded for meeting design criteria
    - Presentation of the results
      - points for each of the evaluation criteria, creativity, clarity
    - Research paper
      - points for each of the evaluation criteria concerning the relevant sections of the paper (i.e. state of the art analysis, methods, results, conlusion)
    - Peer assessment
      - voting for the best presentation
      - voting for the best solution (non measurable criteria)
      - peer evaluation of involvement/contribution of other team members
  - Lab
    - Solving individual/team tasks
      - points for meeting the task requirements
      - points for the fastest finding of the solution
      - points for non-standard/original solutions
    - Presentation of the results
      - points for each of the evaluation criteria, creativity, clarity
    - Construction of models
    - Simulation Workshop
    - Windmill Workshop (construction and hydrogen production)
    - Self-correcting escaperoom application
    - Online simulators + self-correcting forms
  - **Tips & Tricks**
    - Care about different "players"
      - Bartle's taxonomy (Socializers, Explorers, Achievers and Killers)
      - Gardeners 9 Intelligence Types
    - Improvisation is your friend :)
      - Don't do random, but adapt to context, every class is different
      - Generate multiple resources for diverse situations - Anticipation!
      - Let's play - Be natural and join the fun!

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